UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/737,143	12/15/2003	Scott Campbell	PA2608US	6356

22830 7590 11/13/2006

CARR & FERRELL LLP
2200 GENG ROAD
PALO ALTO, CA 94303

EXAMINER	
TORIMIRO, ADETOKUNBO OLUSEGUN	
ART UNIT	**PAPER NUMBER**
3709	

DATE MAILED: 11/13/2006

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No.	Applicant(s)	
	10/737,143	CAMPBELL, SCOTT	
	Examiner	Art Unit	
	Adetokunbo O. Torimiro	3709	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☐ Responsive to communication(s) filed on _____.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) 1-35 is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) 1-35 is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☒ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date 02/25/2005, 01/13/2006.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Specification

1. The specification is objected to as failing to provide proper antecedent basis for the claimed subject matter. See 37 CFR 1.75(d)(1) and MPEP § 608.01(o). Correction of the following is required: "An electronic-readable medium" as recited in claim 18, line 1.

Appropriate correction is required.

Claim Objections

2. Claims 18-25 are objected to because they fail to comply with the Interim Guidelines for Examination of Patent Application for Patent Subject Matter Eligibility as set forth in ANNEX IV, pages 50-54. It is required for "electronic-readable medium" as recited in claims 18-25 to be -- computer-readable medium --.

Appropriate correction is required.

Claim Rejections - 35 USC § 102

3. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
> (b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

4. Claims 1-13, 16-22 and 35 are rejected under 35 U.S.C. 102(b) as being anticipated by Watanabe et al (US 5,717,848).

Re claim 1: Watanabe et al discloses a method of utilizing vectors / *magnitude and direction* in a video game comprising computing / *calculating* a plurality of vectors / *magnitude and direction* along one or more graphical paths / *motion path*, each of the one or more graphical paths / *motion path* associated with a player character / *object*, and displaying the plurality of vectors / *magnitude and direction* along the one or more graphical paths / *motion path*. **(see col.2, lines 1-11 and lines 49-59).**

Re claim 2: Watanabe et al discloses the method wherein the plurality / *start point and end point* of vectors / *magnitude and direction* are a plurality of net resultant force vectors / *magnitude and direction of a velocity.* **(see col.2, lines 41-48).**

Re claim 3: Watanabe et al discloses the method wherein computing / *calculating* further comprises computing the plurality of vectors based upon phenomenological / *information representation corresponding to position of object laws*. **(see col.3, lines 13-19).**

Re claim 4: Watanabe et al discloses the method wherein computing / *calculating* further comprises computing the plurality of vectors based on physical laws of nature / *time.* **(see col.3, lines 13-19).**

Re claim 5: Watanabe et al discloses the method wherein the computing further comprises computing / *calculating* the plurality of vectors in real time. **(see col.3, lines 13-19).**

Re claim 6: Watanabe et al discloses the method wherein the displaying further comprises displaying the plurality of vectors along the one or more graphical paths as a plurality of colored vectors, a color of a vector of the plurality of vectors indicating a character state. **(see col.28, lines 25-39).**

Re claim 7: Watanabe et al discloses the method further comprising retrieving / *calling* a previous graphical path data / *parameter* associated with a previous run, and displaying the previous graphical path data as a string of vectors. **(see Fig. 18a and 18b; col.10, lines 42-49).**

Re claim 8: Watanabe et al discloses the method further comprising determining / *selecting* a color for a vector of the string of vectors based upon an elapsed time of a current video game session and an elapsed time associated with the vector of the string of vectors. **(see Fig. 34; col.7, lines 47-63 and col.10, lines 42-44).**

Re claim 9: Watanabe et al discloses the method wherein the determining / *selecting* a first color for the vector if the elapsed time associated with the vector is greater than the

elapsed time of the current video game session. **(see Fig. 34; col.7, lines 47-63 and col.10, lines 42-44).**

Re claim 10: Watanabe et al discloses the method wherein the determining / *selecting* further comprises selecting a color for the vector based upon a character state associated with the vector if the elapsed time associated with the vector is less than or equal to the elapsed time of the current video game session. **(see Fig. 34; col.7, lines 47-63 and col.10, lines 42-44).**

Re claim 11: Watanabe et al discloses the method wherein the character state / *object position* associated with the vector / *magnitude and direction* is an "on the ground" state / *position.* **(see Fig. 14; col.11, lines 57-64).**

Re claim 12: Watanabe et al discloses the method wherein the character state / *object position* associated with the vector / *magnitude and direction* is an "airborne" state / *position.* **(see Fig. 14; col.11, lines 57-64).**

Re claim 13: Watanabe et al discloses the method wherein the character state / *object position* associated with the vector / *magnitude and direction* is a "crashed" state / *position.* **(see Fig. 14; col.11, lines 57-64).**

Re claim 14: Watanabe et al discloses the method wherein the previous / *old* run is a best time. **(see col.40, lines 53-59).**

Re claim 15: Watanabe et al discloses the method wherein the previous / *old* run is a run selected from one or more previous / *old* runs. **(see Fig. 20a and 20b; col.16, lines 30-39).**

Re claim 16: Watanabe et al discloses the method further comprising storing the plurality of vectors along the one or more graphical paths to a data cache (205). **(see Fig. 2; col.4, lines 17-18).**

Re claim 17: Watanabe et al discloses the method further comprising using the plurality of vectors to debug / *renew, update* the video game. **(see Fig. 20a and 20b; col.16, lines 30-39).**

Re claim 18: Watanabe et al discloses an electronic-readable medium / *computer-readable medium* (204) having embodied thereon a program, the program being executable by a machine to perform a method for utilizing vectors / *magnitude and direction* in a video game, the method comprising computing / *calculating* a plurality of resultant force vectors / *magnitude and direction* in real time along one or more graphical paths / *motion path*, each of the one or more graphical paths / *motion path* associated with a player character / *object*, and displaying the plurality of resultant force vectors along the

one or more graphical paths / *motion path*. **(see Fig. 2; col.2, lines 1-11 and lines 49-59; col.4, lines 12-18).**

Re claim 19: Watanabe et al discloses the electronic-readable medium / *computer-readable medium* (204) wherein the displaying further comprises displaying the plurality of resultant force vectors in real time along the one or more graphical paths as a plurality of colored resultant force vectors, a color of a resultant force vector of the plurality of resultant force vectors indicating a character state. **(see Fig. 2; col.28, lines 25-39).**

Re claim 20: Watanabe et al discloses the electronic-readable medium / *computer-readable medium* (204) further comprising retrieving / *calling* a previous graphical path data / *parameter* associated with a previous run, and displaying the previous graphical path data as a string of vectors. **(see Fig. 2; col.10, lines 42-49).**

Re claim 21: Watanabe et al discloses the electronic-readable medium / *computer-readable medium* (204) further comprising determining / *selecting* a color for a resultant force vector of the string of resultant force vectors based upon an elapsed time of a current video game session and an elapsed time associated with the resultant force vector of the string of resultant force vectors. **(see Fig. 2 and 34; col.7, lines 47-63 and col.10, lines 42-44).**

Re claim 22: Watanabe et al discloses the electronic-readable medium / *computer-readable medium* (204) wherein the determining / *selecting* further comprises selecting a first color for the resultant force vector if the elapsed time associated with the resultant force vector is greater than the elapsed time of the current video game session. **(see Fig. 2 and 34; col.7, lines 47-63 and col.10, lines 42-44).**

Re claim 23: Watanabe et al discloses the electronic-readable medium / *computer-readable medium* (204) wherein the determining / *selecting* further comprises selecting a color for the resultant force vector based upon a character state associated with the resultant force vector if the elapsed time associated with the resultant force vector is less than or equal to the elapsed time of the current video game session. **(see Fig. 34; col.7, lines 47-63 and col.10, lines 42-44).**

Re claim 24: Watanabe et al discloses the electronic-readable medium / *computer-readable medium* (204) wherein the previous / *old* run is a best time run. **(see Fig. 20a and 20b; col.40, lines 53-59).**

Re claim 25: Watanabe et al discloses the electronic-readable medium / *computer-readable medium* (204) further comprising storing the plurality of resultant force vectors to a data cache (205). **(see Fig. 2; col.4, lines 17-18).**

Re claim 26: Watanabe et al discloses an electronic entertainment system for utilizing vectors in a video game / *environment of animation* comprising a data cache (205) configured to store graphical path / *motion path* data associated with a current video game session and one or more previous video game sessions, a processor (203) configured to compute a plurality of force vectors associated with one or more graphical paths / *motion path*, each of the one or more graphical paths / *motion path* associated with a player character / *object*, and a display device (101) configured to display the plurality of force vectors. **(see Fig. 1 and 2; col.3, line 66; col.4, lines 6-18).**

Re claim 27: Watanabe et al discloses the electronic entertainment system wherein the graphical path / *motion path* data includes the plurality of force vectors / *magnitude and direction.* **(see col.3, lines 13-19).**

Re claim 28: Watanabe et al discloses the electronic entertainment system wherein the processor (202, 203) is further configured to compute a color of a force vector from the plurality of force vectors, the color of the vector from the plurality of force vectors indicating a character state. **(see Fig. 2; col.4, lines 12-18; col.28, lines 25-39).**

Re claim 29: Watanabe et al discloses the electronic entertainment system wherein the processor (203) is further configured to retrieve the graphical path / *motion path* data associated with one of the one or more previous game sessions and to generate a string of force vectors. **(see Fig. 2, 18a, and 18b; col.4, lines 12-18; col.10, lines 42-49).**

Re claim 30: Watanabe et al discloses the electronic entertainment system wherein the processor (202, 203) is further configured to determine / *select* a color of a force vector of the string of force vectors based upon an elapsed time of the current video game session and an elapsed time associated with the force vector. **(see Fig. 2; col.4, lines 12-18; col.7, lines 47-63; col.10, lines 42-44).**

Re claim 31: Watanabe et al discloses the electronic entertainment system wherein the processor (202, 203) is further configured to determine / *select* a color of a force vector of the string of force vectors based upon a character state associated with the force vector. **(see Fig. 2; col.4, lines 12-18; col.7, lines 47-63; col.10, lines 42-44).**

Re claim 32: Watanabe et al discloses the electronic entertainment system further comprising a memory card (602) configured to store the graphical path / *motion path* data. **(see Fig. 6; col.7, lines 18-22).**

Re claim 33: Watanabe et al discloses the electronic entertainment system wherein the processor (203) is further configured to generate and store graphical path / *motion path* data of the current video game session in the data cache (205). **(see Fig. 2; col.4, lines 15-18).**

Re claim 34: Watanabe et al discloses the electronic entertainment system wherein the processor (203) is further configured to store graphical path / *motion path* data of the

current video game session as best time /*renewed motion* run graphical path / *motion path* data if a total elapsed time of the current video game session is less than total elapsed times associated with the one or more previous game sessions. **(see Fig. 20a and 20b; col.7, lines 47-63; col.10, lines 42-44; col.16, lines 30-39).**

Re claim 35: Watanabe et al discloses a system for utilizing vectors / *magnitude and direction* in a video game session comprising **means for** computing a plurality of vectors / *magnitude and direction* along one or more graphical paths / *motion path*, each of the one or more graphical paths / *motion path* associated with a player character / *object*, and **means for** displaying the plurality of vectors / *magnitude and direction* along the one or more graphical paths / *motion path*. **(see col.2, lines 1-11 and lines 49-59). Claim 35 invokes 35 U.S.C 112, 6th.**

Conclusion

5. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Mayer et al teaches a method for generating a plurality of moving objects on a video display screen; Logg discloses a collision detection system for video system; Yamamoto et al discloses a game apparatus and memory cartridge used therefor; Carlbom et al teaches a method and apparatus for determination and visualization of player field coverage in a sporting event; Shukhman et al teaches a method and apparatus for performing data sorting in a decoder; Komoto discloses a game apparatus and method for controlling timing for executive action by

game character; Ueda discloses motion vector detector circuit; Savatier discloses a motion vector processor for compressing video signal.

6. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Adetokunbo O. Torimiro whose telephone number is (571) 270-1345. The examiner can normally be reached on Mon-Fri (8am - 4pm).

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Jong-Suk (James) Lee can be reached on (571) 272-7044. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

AOT

KIM NGUYEN
PRIMARY EXAMINER